AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the international application.

1. *(original)* Method for generating a game directory on an electronic gaming device, comprising:

querying an accessible memory for electronic games available for execution on said electronic gaming device, and

generating a game directory having entries for each electronic game which is determined.

2. *(original)* Method according to claim 1, further comprising:

querying said accessible memory for context data related to said electronic games, and including said context data into said game directory.

3. *(original)* Method according to claim 2, wherein said context data comprise information related to a multi-player ability of said electronic games.

4. *(currently amended)* Method according to claim 1, wherein anyone of the preceding claims, characterized in that said game directory comprises only multi-player enabled electronic games.

5. *(currently amended)* Method for maintaining a game directory, comprising: characterized by

[[-]]   determining context data related to electronic games in said game directory, if an electronic game is to be executed, and

[[-]]   storing said context data in said game directory.

6. *(currently amended)* Method for setting up a multi-player game party in a gaming device connected to at least one other gaming device, comprisingsaid method being characterized by:

[[-]]   retrieving said game directory, said game directory comprising game related entries,

3

and

[[-]]   transferring entries to said at least one other gaming device.

7. *(currently amended)* Method according to claim 6, wherein said transferring of game directory entries further comprises:

[[-]]   extracting a subset of said entries from said game directory, and

[[-]]   transferring said subset of extracted entries only.

8. *(original)* Method according to claim 7, wherein said extracting of electronic game entries is performed according to user defined rules.

9. *(currently amended)* Method according to claim 6~~any one of claims 6 to 8~~, further comprising receiving electronic game directory entries from said at least one connected gaming device, and storing said game directory entries.

10. *(currently amended)* Method according to claim 6~~any one of claims 6 to 9~~, further comprising displaying said electronic game entries from said game directory on a display of said mobile electronic gaming device.

11. *(currently amended)* Method according to claim 10~~anyone of the preceding claims~~, further comprising receiving selection data related to said displayed electronic game entries and displaying said selection data on said display.

12. *(currently amended)* Method according to claim 6~~anyone of the preceding claims~~, wherein said game directory entries and said selection data are displayed as a whiteboard.

13. *(currently amended)* Method according to claim 6~~anyone of the preceding claims~~, further comprising receiving and installing a game directory generation and game selection application.

14. *(currently amended)* Method according to claim 6~~anyone of the preceding claims~~, further comprising sending a request to retrieve and transfer said game directory entries.

4

15. *(currently amended)* Method according to <u>claim 6</u>, further comprising receiving a request to retrieve and transfer said game directory entries.

16. *(currently amended)* Method according to <u>claim 6</u>~~anyone of the preceding claims~~, further comprising sending a request to start a game to any of said other connected game devices according to said selection data.

17. *(currently amended)* Computer program product comprising program code means stored on a computer readable medium for carrying out the method of <u>claim 1</u>~~anyone of claims 1 to 16~~, when said program product is run on a computer or network device.

18. *(currently amended)* Computer program product comprising program code, downloadable from a server for carrying out the method of <u>claim 1</u>~~anyone of claims 1 to 16~~, when said program product is run on a computer or network device.

19. *(currently amended)* Computer data signal embodied in a carrier wave and representing a program that instructs a computer to perform the steps of the method of <u>claim 1</u>~~anyone of claims 1 to 16~~.

20. *(currently amended)* Electronic gaming terminal device, comprising:
[[-]]   a first storage,
[[-]]   a processing unit connected to said storage, and
[[-]]   a user interface connected to said processing unit, wherein said user interface comprises at least a display and a user input device,
wherein ~~said electronic gaming terminal device is characterized in that said~~
said processing unit is configured to query said first storage for electronic games available for execution on said electronic gaming terminal device, and generate a game directory comprising entries that are related to electronic games determined during said query, wherein said electronic gaming terminal device further comprises
[[-]]   a second storage to store said game directory.

21. *(currently amended)* Electronic gaming terminal device according to claim 20, ~~characterized by~~ further comprising:

5

[[-]]   a communication interface connected to said processing unit, to connect said device to other electronic gaming devices,

wherein said processing unit is configured to connect to other electronic gaming terminal devices, select entries of said game directory, and exchange game directory entries with said connected electronic gaming devices, and display said game directory entry on said display.

22. *(currently amended)* Electronic gaming terminal, according to <u>claim</u> 20 ~~or 21~~, wherein said electronic gaming terminal is a mobile electronic gaming terminal.

23. *(currently amended)* Electronic gaming system <u>wherein</u> ~~characterized in that~~ said system comprises at least two electronic game terminals according to <u>claim</u> ~~claims~~ 21 ~~or 22~~.

24. *(new)* Method according to claim 7, further comprising receiving electronic game directory entries from said at least one connected gaming device, and storing said game directory entries.

25. *(new)* Method according to claim 8, further comprising receiving electronic game directory entries from said at least one connected gaming device, and storing said game directory entries.

26. *(new)* Method according to claim 1, further comprising:

displaying the entries from the game directory on a display of the electronic gaming device; and

receiving selection data related to the displayed entries and displaying the selection data on the display.

27. *(new)* Method according to claim 1, wherein said game directory entries and said selection data are displayed as a whiteboard.

28. *(new)* Method according to claim 1, further comprising receiving and installing a game directory generation and game selection application.

6

29. *(new)* Method according to claim 1, further comprising sending a request to retrieve and transfer said game directory entries.

30. *(new)* Method according to claim 1, further comprising receiving a request to retrieve and transfer said game directory entries.

31. *(new)* Method according to claim 1, further comprising sending a request to start a game to any of said other connected game devices according to said selection data.

32. *(new)* Computer program product comprising program code means stored on a computer readable medium for carrying out the method of claim 6, when said program product is run on a computer or network device.

33. *(new)* Computer program product comprising program code, downloadable from a server for carrying out the method of claim 6, when said program product is run on a computer or network device.

34. *(new)* Computer data signal embodied in a carrier wave and representing a program that instructs a computer to perform the steps of the method of claim 6.